

## **AMENDMENTS TO THE CLAIMS**

The **Listing of Claims** given below replaces, without prejudice, all prior listings of claims in the present application.

### **Listing of the Claims**

1. (Currently amended) A system for playing a wagering game, comprising:
  - a wireless gaming device comprising an identification code, identifying the wireless gaming device, entry apparatus ~~for entering~~ configured to receive wagering information ~~entered~~ by a player, and a transmitter ~~transmitting~~ configured to transmit a signal including both the player's wager information and the identification code in an encrypted form;
    - a device configured to transmit an encryption code to the wireless gaming device prior to the wagering information being entered by the player, the wireless gaming device configured to encrypt the signal using the encryption code prior to transmission of the code;
  - a receiver receiving the signal transmitted by the transmitter of the wireless gaming device,
  - a processor in communication with the received, the processor decrypting the encrypted wager information and identification code received by the receiver.
2. (Currently amended) The system of claim 1<sub>a</sub> wherein the receiver periodically polls the wireless gaming device to determine whether the player has entered wagering information to be transmitted to the receiver.
3. (Currently amended) The system of claim 1<sub>a</sub> wherein the wagering information relates to a wager request.
4. (Currently amended) The system of claim 1<sub>a</sub> wherein the wagering information further includes a command.
5. (Currently amended) The system of claim 1<sub>a</sub> wherein the wagering information further includes wager entry data.

6. (Currently amended) The system of claim 1<sub>a</sub> wherein the wagering information further comprises a string of characters.
7. (Currently amended) The system of claim 6<sub>a</sub> wherein the characters are hexadecimal digits.
8. (Currently amended) The system of claim 1<sub>a</sub> wherein the wireless gaming device is a hand-held device.
9. (Currently amended) The system of claim 1, wherein the entry apparatus further comprises keys.
10. (Currently amended) The system of claim 1, wherein the entry apparatus further comprises a smart card reader.
11. (Original) The system of claim 1 wherein the wireless gaming device further comprises a wager amount register.
12. (Original) The system of claim 1 wherein the wireless gaming device further comprises an account balance register.
13. (Original) The system of claim 1 wherein the wireless gaming device further comprises a liquid crystal display.
14. (Original) The system of claim 1 wherein the wireless gaming device further comprises a bicolour light emitting diode to indicate separately that the wagering information has been entered by the player and that the wagering information has been transmitted by the transmitter.
15. (Original) The system of claim 1 wherein the transmission is by radio frequency signals.

16. (Original) The system of claim 1 wherein the transmission is by infrared signals.
17. (Original) The system of claim 1 wherein the processor processes the wagering information transmitted by the wireless gaming device based on the identification code.
18. (Original) The system of claim 17 wherein the processor further comprises: a database for storing an account of the player.
19. (Previously Presented) The system of claim 1 wherein the wireless gaming device further comprises an electronically programmable read only memory storing an identifier corresponding to the identification code.
20. (Currently amended) The system of claim 1, further comprising:  
an encryption key stored on the wireless gaming device to encrypt the identification code and the wagering information prior to transmission
21. (Currently amended) A method of ~~playing~~ facilitating the play of a wagering game using a wireless gaming device, comprising:  
transmitting an encryption code to the wireless gaming device;  
providing a player the wireless gaming device comprising entry apparatus ~~for entering~~ configured to receive wagering information entered by a the player, and a transmitter, and an identification code stored on the wireless gaming device and identifying the wireless gaming device;  
receiving ~~entering the~~ wagering information entered by the player into the entry apparatus;  
encrypting both the identification code and the wagering information using the encryption code;  
transmitting a signal including both the identification code and the wagering information in an the encrypted form encrypted using the encryption code;  
receiving the transmitted signal; and

decrypting the transmitted identification code and wager information.

22. (Previously Presented) The method of claim 21 further comprising:  
periodically polling the wireless gaming device to determine whether the player has entered wager information.
23. (Original) The method of claim 21 further comprising displaying the wagering information on the wireless gaming device.
24. (Original) The method of claim 21 wherein the identification code and the wagering information are transmitted by radio frequency signals.
25. (Original) The method of claim 21 wherein the identification code and the wagering information are transmitted by infrared signals.
26. (Original) The method of claim 21 further comprising processing the wagering information transmitted by the wireless gaming device based on the identification code.
27. (Cancelled)
28. (Currently amended) A wireless gaming device for transmitting wagering information to a receiver, comprising:  
a memory ~~for storing~~ configured to store an identification code identifying the wireless gaming device;  
entry apparatus configured to receive ~~receiving~~ wagering information from a player;  
a processor in communication with the memory and the entry apparatus, the processor ~~receiving~~ configured to receive the wagering information from the entry apparatus and ~~encrypting~~ to encrypt the identification code and wagering information using an encryption code received by the wireless gaming device before the wireless gaming device prior to the entry of the wagering information by the player;

a transmitter receiving the encrypted identification code and wagering information from the processor and converting the identification code and the wagering information into a signal for wireless transmission to the receiver, the transmitter ~~transmitting~~ configured to transmit the signal when the receiver polls the wireless gaming device to determine that the wagering information has entered.

29. (Currently amended) The wireless gaming device of claim 28 wherein the wireless gaming device is configured to be periodically polled by the receiver.

30. (Original) The wireless gaming device of claim 28 wherein the identification code is stored in the memory in a digital format.

31. (Original) The wireless gaming device of claim 28 wherein the wireless gaming device is a hand-held device.

32. (Original) The wireless gaming device of claim 28 wherein the entry apparatus comprises keys.

33. (Original) The wireless gaming device of claim 28 wherein, the entry apparatus comprises a smart card reader.

34. (Original) The wireless gaming device of claim 28 wherein the wireless transmission is by radio frequency signals.

35. (Original) The wireless gaming device of claim 28 wherein the wireless transmission is by infrared signals.

36. (Previously Presented) The system of claim 1, further comprising;  
a security tag affixed to or included as part of the wireless terminal; and  
a sensing apparatus which activates an alarm when the security tag is passed through the sensing apparatus.

37. (Previously Presented) The system of claim 28, further comprising:  
a security tag affixed to or included as part of the wireless gaming device, the security tag configured to trigger a sensing apparatus to activate an alarm when the security tag is passed through the sensing apparatus.
38. (Previously Presented) The system of claim 1, further comprising:  
a database read- and write-accessible by the processor, the database storing at least one of the player's account balance, the player's wager, and the player's winnings.
39. (Currently amended) The system of claim 1, further comprising:  
a decryption key to decrypt the identification code and the wagering information after the encrypted identification code and wagering information is received by the receiver.
40. (Currently amended) The system of claim 1, wherein  
the identification code is uniquely associated with ~~the~~ a single wireless gaming device.
41. (Previously Presented) The system of claim 1, wherein  
the identification code is uniquely associated with a player.
42. (Currently amended) The system of claim 28, wherein  
the identification code is uniquely associated with ~~the~~ a single wireless gaming device.
43. (Previously Presented) The system of claim 28, wherein  
the identification code is uniquely associated with a player.
44. (Currently amended) A method, comprising:  
receiving a monetary tender from a player;  
establishing an account having an account balance that includes the monetary tender;  
associating a wireless device having a stored identification code, ~~identifying the wireless device,~~ with the account, the identification code identifying the wireless device;

providing the player the wireless device;  
transmitting an encryption code to the wireless device prior to the entry of wagering  
information by the player;

receiving the identification code and wagering information which has been entered into the wireless device by the player, encrypted using the encryption code, and wirelessly transmitted by the wireless device;

registering the players wager in the database based on the received wagering information and the identification code;

debiting the account balance for the value of the player's wager;

determining if the player's wager wins a prize in a wagering game, and if the player wins a prize crediting the account balance;

receiving the wireless device from the player; and

tendering money to the player based on the account balance.